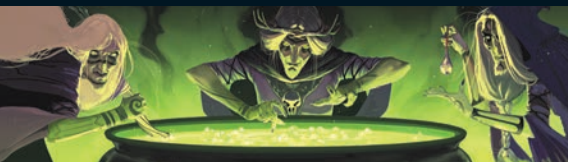


**IN BATTLE,
THERE ARE
NO EQUALS™**

UNMATCHED™

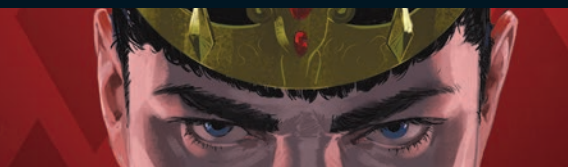
*Slings
and
Arrows*

SET RULES



THE WAYWARD SISTERS

The three witches figure prominently in the play whose name brings ill fortune on those who dare to utter it. *[Aside]* *We're certainly not foolhardy enough to do so here!* Do they drive the actions of the main character forward with purposeful hand, or be but able-eyed seers, announcing the inevitable before it occurs? Their true nature remains inscrutable.



HAMLET, DOOMED PRINCE

Widely considered Shakespeare's greatest work, *Hamlet* finds the Prince of Denmark wracked by grief and driven by revenge for the death of his father by the hands of his uncle. Is he pretending to be mad, or is it not fully an act? In the end, it matters little, for only his friend, Horatio, remains to recount the tragic tale.



TITANIA, FAIRY QUEEN

The Queen of the Fairies from Shakespeare's whimsical *A Midsummer Night's Dream*, Titania and her King Oberon are passionate and mercurial lovers. Their seemingly minor squabble results in turmoil for all – for though they are possessed of a beautiful and regal bearing, they are also possessed of the inscrutable and chaotic magic of the fair folk.



WILLIAM SHAKESPEARE

The Bard of Avon was a prolific writer, penning lines and breathing life into characters that echo through history. Only a handful of his 39 plays are referenced in this set. He is buried in Stratford-upon-Avon, where he was born, his marker bearing the epitaph: *Blessed be the man that spares these stones, and cursed be he that moves my bones.*

CONTENTS

6 MINIATURES



120 ACTION CARDS



8 HEALTH DIALS



4 CHARACTER CARDS



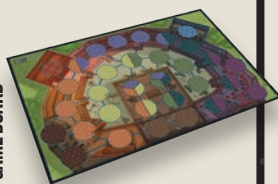
5 SIDEKICK TOKENS



2 HERO ABILITY TOKENS



1 GAME BOARD



THE WAYWARD SISTERS

- ▷ 30 action cards
- ▷ 3 Wayward Sister hero miniatures
- ▷ 1 Wayward Sisters character card
- ▷ 3 health dials
- ▷ 1 cauldron token

HAMLET

- ▷ 30 action cards
- ▷ 1 Hamlet hero miniature
- ▷ 1 Hamlet character card
- ▷ 1 Rosencrantz & Guildenstern sidekick token
- ▷ 2 health dials
- ▷ 1 question token

TITANIA

- ▷ 30 action cards
- ▷ 1 Titania hero miniature
- ▷ 1 Titania character card
- ▷ 1 Oberon sidekick token
- ▷ 2 health dials
- ▷ 6 glamour cards

SHAKESPEARE

- ▷ 30 action cards
- ▷ 1 Shakespeare hero miniature
- ▷ 1 Shakespeare character card
- ▷ 3 Actor sidekick tokens
- ▷ 1 health dial

Before you play for the first time, assemble the health dials by punching out the circles for each character and connecting them with a rivet.



SPECIAL RULES FOR THIS SET



THE WAYWARD SISTERS: BUBBLING BREW

The Wayward Sisters use their cauldron to mix strange ingredients and cast devious spells. At the start of the game, place your **cauldron** near your action deck.

Each of your action cards has an **ingredient** on it (snake, bat, or lizard's leg). Whenever you would place an action card in your discard pile (whether it was played, used to boost, or discarded by an effect), place it in your cauldron instead.

After you attack, you may cast a **spell**. Choose one spell that you have the matching ingredients for in your cauldron. You can only cast **one** spell after each attack, even if you have enough ingredients in your cauldron to cast more.

Resolve the spell's effect, then place **all** cards in your cauldron into your discard pile (even ones you did not use). You may use a card you just attacked with as an ingredient in your spell.



THREE SISTERS

The Wayward Sisters are **3 heroes**. Each Sister has a unique miniature and her own health dial. When a Sister is defeated, remove her from the board like any other fighter. However, you only lose the game if your last Sister is defeated.

All of your action cards can be played by any Sister. If something affects your "hero," you choose which Sister it affects.

HAMLET: THE QUESTION

Hamlet is eternally confounded by the Question. At the start of your turn, choose whether the **TO BE** or **NOT TO BE** side of your Question token is face up. You may choose the same side as last turn. If you choose **NOT TO BE**, immediately deal 2 damage to one of your fighters.

Rosencrantz & Guildenstern are a single fighter despite having two names.



- ▷ While **TO BE** is face up, draw 1 additional card each time you take a maneuver action.
- ▷ While **NOT TO BE** is face up, add +2 to the value of all Hamlet's attacks. (Your sidekick does not get this bonus.)



05

TITANIA: FAIRY MAGIC

Titania uses her glammers to weave whimsical fairy magic. At the start of the game, shuffle your **6 glamour cards** and place them beside your action deck. At the start of each of your turns (including your first turn), if you do not have a face-up glamour, flip the top glamour on your deck face up. Its effects are ongoing while it remains face up.

Your glamour cards can only be discarded by effects on *your* action cards. When you discard a glamour, place it into a discard pile. Glammers in your discard pile have no effect. Do not flip a new glamour until the start of your next turn.

If your glamour deck is empty, do **not** shuffle your discarded glamour cards. Glamour cards can only be returned to your deck by effects on your action cards.



SHAKESPEARE: IAMBIC PENTAMETER

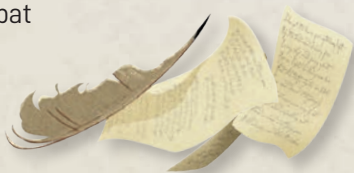


The Bard is crafting another memorable line. Whenever Shakespeare or his Actors use an action card to attack or defend, instead of discarding it, place it face up in front of you to add it to the **line** you are composing. Cards in your line must be placed left to right, *in the order you played them*. (Cards used to boost or discarded by effects are placed in your discard pile normally, **not** added to your line.)

Each card lists the number of **syllables** in its name and has a special **completion effect** at the bottom. Each time you add a card to your line, count the total number of syllables in your line:

- ▷ If your line has **fewer than 10** syllables, nothing happens.
- ▷ If your line has **exactly 10** syllables:
 1. Read out your line (the name of each card, in order) as a proper actor would. This is your moment in the spotlight, so really ham it up!
 2. Resolve the **completion effect** on the **last card** in your line.
 3. Place all cards in your line into your discard pile.
- ▷ If your line has **more than 10** syllables, place all cards in your line into your discard pile without resolving any completion effects.

After you discard your line, the next combat card you play begins a new line.



NUMBER OF SYLLABLES

COMPLETION EFFECT



EXAMPLE

On Shakespeare's turn, he attacks Titania, playing **All Are Punished**. After the attack, he adds the card to his line.

Since his line now has 10 syllables, he reads: **“Et tu, Brute? Alas, all are punished!”** The completion effect on **All Are Punished** means he draws 1 card immediately. Then he discards all 3 cards in his line so he can start a new line with the next card he plays.



Completion effects are **only** resolved when completing lines. When you complete a line, resolve the completion effect on the last card even if its other effects were canceled. Do **not** resolve any other effects on that card or any other cards in your line.





CREDITS

Forsooth, *Unmatched* is our rose by any other name, and was restored from *Star Wars: Epic Duels*, designed by Craig Van Ness and Rob Daviau and published by Milton Bradley. Zone rules inspired by the Pathfinder System from *Tannhäuser*, designed by William Grosselin and Didier Poli and published by Fantasy Flight Games.

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Thank you to everyone who helped playtest the game! You're all wonderful people. We mean it.

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